

1 **CLAIMS**

2 1. A game console, comprising:
3 a memory;
4 a processor coupled to the memory; and
5 a console application stored in memory and executable on the processor,
6 the console application configured to create a soundtrack containing a plurality of
7 audio tracks.

8
9 2. A game console as recited in claim 1 wherein the memory comprises
10 a hard disk drive.

11
12 3. A game console as recited in claim 1 wherein the console application
13 is further configured to play soundtracks through the game console.

14
15 4. A game console as recited in claim 1 wherein the console application
16 retrieves audio tracks from an audio CD in the game console.

17
18 5. A game console as recited in claim 1 wherein the console application
19 retrieves audio tracks from an audio DVD in the game console.

20
21 6. A game console as recited in claim 1 wherein the console application
22 retrieves audio tracks from a game disc in the game console.

1 7. A game console as recited in claim 1 wherein the console application
2 retrieves audio tracks from an online source coupled to the game console.

3
4 8. A game console as recited in claim 1 wherein the console application
5 stores the soundtrack in the memory.

6
7 9. A game console as recited in claim 1 wherein the console application
8 stores the soundtrack in the memory as a WMA file.

9
10 10. A game console as recited in claim 1 wherein the console
11 application retrieves audio tracks from a plurality of audio sources.

12
13 11. A game console as recited in claim 1 wherein the console
14 application is further configured to associate the soundtrack with a particular game
15 such that the soundtrack is played when the particular game is launched.

16
17 12. A game console as recited in claim 1 wherein the console
18 application is further configured to associate the soundtrack with a particular user
19 of the game console.

20
21 13. A game console as recited in claim 1 wherein the console
22 application is further configured to display a listing of all soundtracks available for
23 playback by the game console.

1 **14.** A game console, comprising:
2 a memory; and
3 a processor coupled to the memory, the processor being configured to
4 present a first user interface to facilitate creation of a soundtrack containing a
5 plurality of audio tracks, the processor further configured to present a second user
6 interface to facilitate playback of soundtracks stored in the memory.

7
8 **15.** A game console as recited in claim 14 wherein the second user
9 interface is further to facilitate the associating of a selected soundtrack with a
10 particular game such that the selected soundtrack is played when the particular
11 game is launched.

12
13 **16.** A game console as recited in claim 14 wherein the second user
14 interface further facilitates the associating of a selected soundtrack with a
15 particular user of the game console.

16
17 **17.** A game console as recited in claim 14 wherein the plurality of audio
18 tracks are retrieved from a plurality of audio sources.

19
20 **18.** A game console as recited in claim 14 wherein the plurality of audio
21 tracks are retrieved from a single audio source.

1 **19.** A game console as recited in claim 14 wherein the first user
2 interface facilitates creation of a soundtrack by presenting a list of audio sources
3 from which to select audio tracks.

4
5 **20.** A game console as recited in claim 14 wherein the first user
6 interface facilitates creation of a soundtrack by presenting a list of audio tracks
7 available from a selected audio source, the first user interface further facilitating
8 selection of an audio track from the audio source for including in the soundtrack.

9
10 **21.** A method comprising:
11 receiving a request to launch a game in a gaming system;
12 determining whether the game has a user-associated soundtrack;
13 launching the game and playing the user-associated soundtrack if the game
14 has a user-associated soundtrack; and
15 launching the game and playing a default soundtrack if the game does not
16 have a user-associated soundtrack.

17
18 **22.** A method as recited in claim 21 wherein the default soundtrack is
19 provided by the game developer.

20
21 **23.** A method as recited in claim 21 wherein the default soundtrack is
22 provided on a game disc.
23
24
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1 **24.** A method as recited in claim 21 wherein the default soundtrack and
2 the game are stored on a game disc installed in the gaming system.

3
4 **25.** A method as recited in claim 21 wherein playing the user-associated
5 soundtrack includes retrieving the user-associated soundtrack from a hard disk
6 drive in the gaming system.

7
8 **26.** A method as recited in claim 21 wherein playing the user-associated
9 soundtrack occurs while a game disc is installed in the gaming system.

10
11 **27.** One or more computer-readable media comprising computer-
12 executable instructions that, when executed, perform the method as recited in
13 claim 21.

14
15 **28.** A method comprising:
16 receiving a request to play a game in a gaming system;
17 determining whether the game has a user-associated soundtrack;
18 if the game has a user-associated soundtrack:
19 launching the game; and
20 playing the user-associated soundtrack;
21 if the game does not have a user-associated soundtrack:
22 allowing a user of the gaming system to select a soundtrack to play
23 while the game is executed.
24
25

1 **29.** A method as recited in claim 28 wherein allowing a user of the
2 gaming system to select a soundtrack includes allowing the user to select between
3 a default game soundtrack and other soundtracks stored in the gaming system.
4

5 **30.** A method as recited in claim 28 wherein allowing a user of the
6 gaming system to select a soundtrack includes associating the selected soundtrack
7 with the game if the selected soundtrack is stored in the gaming system.
8

9 **31.** A method as recited in claim 28 wherein allowing the user of the
10 gaming system to select a soundtrack includes associating the selected soundtrack
11 with the game if the selected soundtrack is not the default game soundtrack.
12

13 **32.** A method as recited in claim 28 wherein allowing the user of the
14 gaming system to select a soundtrack includes
15

16 **33.** One or more computer-readable media comprising computer-
17 executable instructions that, when executed, perform the method as recited in
18 claim 28.
19

20 **34.** A method comprising:
21 launching a game and playing a user-associated soundtrack on a gaming
22 system;
23 receiving a request to select a different soundtrack;
24 pausing execution of the game;
25 determining the new soundtrack to be played; and

1 resuming execution of the game and playing the new soundtrack on the
2 gaming system.

3
4 **35.** A method as recited in claim 34 wherein determining the new
5 soundtrack to be played includes:

6 displaying a list of available soundtracks to a user of the gaming system;
7 and
8 identifying the soundtrack selected by the user of the gaming system.

9
10 **36.** A method as recited in claim 35 wherein the list of available
11 soundtracks is generated by identifying soundtracks stored on a hard disk drive in
12 the gaming system.

13
14 **37.** A method as recited in claim 35 wherein the list of available
15 soundtracks is generated by identifying soundtracks associated with the user of the
16 gaming system.

17
18 **38.** One or more computer-readable media comprising computer-
19 executable instructions that, when executed, perform the method as recited in
20 claim 34.

1 **39.** A user interface for a game console, comprising:
2 a music collection menu configured to identify soundtracks that are
3 currently available to play on the game console; and
4 a soundtrack creation menu accessible from the music collection menu to
5 create a soundtrack from one or more audio tracks.

6
7 **40.** A user interface as recited in claim 39 wherein the soundtrack
8 creation menu is further configured to facilitate association of a soundtrack with a
9 particular game.

10
11 **41.** A user interface as recited in claim 39 wherein the soundtrack
12 creation menu is further configured to facilitate association of a specific
13 soundtrack with a particular game such that when the game is executed, the
14 specific soundtrack is played instead of the particular game's default soundtrack.

15
16 **42.** A computer-readable medium for a game console comprising
17 computer-executable instructions that, when executed, direct the game console to:
18 identify a game to be executed by the game console;
19 determine whether the identified game has a user-associated soundtrack;
20 execute the game while playing the user-associated soundtrack if the
21 identified game has a user-associated soundtrack; and
22 execute the game while playing a default game soundtrack if the identified
23 game does not have a user-associated soundtrack.

1 **43.** A computer-readable medium as recited in claim 42 wherein the
2 default game soundtrack is stored on a game disc with an associated game.

3
4 **44.** A computer-readable medium as recited in claim 42 wherein the
5 user-associated soundtrack is played while a game disc is installed in the game
6 console.